

Goddard Space Flight Center Men's Slow-Pitch Softball Tournaments

<http://softball.gsfc.nasa.gov>

ENTRY RULES AND REGULATIONS

- 1) The tournament will be limited to 16-20 teams on a first-come, first-served basis. The structure will be 3-5 brackets, dependent on the number of entering teams. The number of teams in each bracket also will depend on the number of entries. Minimum of 4 games is guaranteed. This may include your first two games in double elimination. The bracketing of all teams will be by random drawing and/or seeding to balance the tournament. **Entry fee is \$250.00.** A certified check, money order, or sponsor check will hold a place in the tournament until 2 weeks prior to the tournament. If a team drops out after that time, money can't be returned unless another team is found to take their place.
- 2) All games will be played at Goddard's Antenna Range (five-field complex). Starting times are dependent on number of participating teams, but nominally will be: **Saturday 8:15 am**. Double elimination will start as soon as possible after bracket play.
- 3) The tournament will limit the number of home runs to one per team per inning during **all** games. If a player hits a ball over the fence after the limit of one has been reached, it will be scored as an out with no runners advancing.
- 4) Rosters and registration:
 - a. The tournament is open to all teams, with unrestricted player eligibility. (A player is considered to be a player for the team with which he first plays).
 - b. Team rosters will be limited to twenty (20) players. Rosters must be typed or legibly printed and contain the following information:
 - i. Captain and co-captain names, home addresses with zip code, home and work telephone numbers, and email address, if any.
 - ii. Players names.
 - iii. If there is a player eligibility challenge and a roster is not on file with the tournament director (TD), or his designee, the team being challenged will forfeit the game.
 - c. Registration fees should be mailed as soon as possible to the 2006 GSPSA TD:

Dennis Crain
2420 Seibel Drive
SilverSpring, Md. 20905
W) 301-901-6029
H) 301-878-8551 – No calls after 9 PM, please!
Email dcrain@hst.nasa.gov
- 5) Fee payment will be made out to the Goddard Slow-Pitch Softball Association (GSPSA). In the event that more than 20 teams respond, money will be returned. Postmarks will be used to decide which 16-20 teams make up the tournament entries. Please print the tournament date(s) and team name on the bottom of the fee payment or memo area of check.
- 6) Shoes with metal cleats or spikes are prohibited (NO EXCEPTIONS!).
- 7) Titanium bats are also prohibited (NO EXCEPTION!). GSPSA conforms to the current ASA list of banned bats. A list will be posted at each field. Teams are responsible for being aware of this list. Any batter who enters the batters box with an illegal bat, will be called out and ejected from the game.
- 8) GSPSA furnishes all balls; GSPSA uses the Dudley red-stitch .44 COR 375 compression balls.
- 9) Prior to the first game of each day (i.e., Saturday at 8:15 am, and Sunday at 9:00 am) a ten (10) minute grace period will be allowed at game time. Following this time, a forfeit will be called. The home team will be decided by a flip of the coin during the field instructions conducted by the umpire prior to the game. All games will be seven (7) innings
- 10) Unsportsman-like conduct and abuse of officials will not be tolerated. Penalties include:
 - a. Any physical abuse, including flagrant contact with any tournament umpire or official, will result in the immediate EJECTION from this tournament as well as future tournaments.
 - b. Any fighting between, or among, players also will not be tolerated. Any players who fight will be subject to immediate EJECTION from the game AND EXPULSION from the GSFC Antenna Test Range (the Goddard softball fields)
 - c. Any verbal abuse will result in the immediate ejection from this game; depending on the severity, it may also result in the immediate ejection from this tournament as well as future tournaments. A second ejection will result in EJECTION from the tournament.

- d. Any individual ejected from a game for unsportsman-like conduct other than physical or verbal abuse will be EJECTED from that game only. A second ejection will result in EJECTION from the tournament AND EXPULSION from the GSFC Antenna Test Range (the Goddard softball fields).
- 11) ASA official slow-pitch playing rules will be in effect, except for the following additions or exceptions
- . A batter will enter the batter's box with a one ball and one strike count
 - . Third strike foul (a second foul with two (2) strikes, or **any** foul during 1-pitch, is ruled a strike out).
 - . The tournament director reserves the right to institute a 1-pitch format at anytime because of weather conditions
 - . Ten Run Mercy Rule is in effect after five full innings of play (four and one-half innings if the home team is leading). This rule is in effect for **ALL** games.
 - . Time Limit: No inning will start after 1 hour and 10 minutes. This rule will be enforced at umpire and TD's discretion.
 - . **All tie games will be played to completion.**
 - . DH Rules (Optional prior to game start): Should a team elects to use the DH rule and bat 11 players with only 11 players present and an injury occurs to a player, the team can complete the game with 10 players. However, the injured player's spot in the batting order is an out each time at bat, if the player leaves the game. Eleven batters will be submitted in the scorebook prior to the start of the game. The DH may substitute in the field for any player at any time during the game, however, eleven players must bat in their original batting order during the entire game.
 - . A team may start and play with any number of rostered players. If a team starts with a number of players, and loses a player, that place in the scorebook will be an automatic out. If a team starts with less than 9 players, those positions must be listed in the scorebook. Those blank spots in the line up will be automatic outs. The Ten Run Rule will also apply at **any** time for the team with less than 9 players. (This rule will apply whenever the team with less than 9 players is ten runs behind, even in the top of the first inning).
- 12) A rostered player, not already in the batting order, can be added to the line-up at any time to replace an automatic out in the scorebook. When the team with less than 9 players reaches the 9 player requirement, the Ten Run Rule will remain in effect for the entire game, provided that it has not been invoked prior to the ninth player reporting.
- . ASA re-entry rule: Starting players may reenter the game once, in the same place in the batting order where they were originally in the scorebook.
 - . The pitcher is allowed five (5) warm-up pitches to start the game and three (3) warm-ups each inning for the rest of the contest.
 - . The rule committee will settle all protests at the field of play before play continues. The rule committee will consist of the Tournament Director, or his designate, and the Head Umpire, or his designate.
 - . Protests arising from player eligibility must be filed prior to the completion of the game by the opposing team and will be decided in the following manner:
 - iii. Player's name will be checked against team roster
 - iii. Player may be asked to show a current valid driver's license. The picture ID will be the deciding factor. If the player is not produced at the time of the protest to the protest committee defined above or does not have a driver's license for any reason, the protest will be awarded in favor of the protesting team.
 - iii. **IF THE PROTESTED TEAM HAS FILED NO ROSTER, THE PLAYER PROTEST IS AUTOMATICALLY UPHELD**
- 13) Ground rules will be reviewed at the field of play prior to the game
- 14) If the tournament is postponed due to rain or other circumstances, it will be rescheduled on a continuous basis on the following weekend. All teams must be ready to play. There will be no exceptions. If any game is delayed for any reason, the game will be picked up at the point of the delay. This also applies to any game delayed until the following weekend. Phone numbers at the complex are 301-286-7120 and 301-474-1596. These numbers are available to be called to find out whether or not the tournament has been rained out for a given day.
- . For either Saturday or Sunday updates, call No Earlier than 7:00 AM
- 15) Team trophies or plaques will be awarded to the first place team in each bracket. The tournament winner and runner-up Will receive team trophies. The tournament champions will receive individual trophies or shirts. Awards may change on a Tournament-by-tournament basis. Eighteen (18) individual awards (shirts) will be awarded per team.
- 16) All persons participating in the tournament do so at their own risk and sole responsibility. The sponsors of the Tournament assume no responsibility for damage to property or personal injury (including death) in connection with the Tournament 16. Any team that loses two or more games due to forfeits may be excluded from the next Goddard Tournament.
- 17) Tie Breakers Rules:
- . Bracket Record
 - . Head-to-head Competition
 - . Run differential in bracket
 - . Runs allowed in bracket
 - . Run differential against tying teams

- . Coin Flip
- 18) NOTE: A forfeit score of 7 to 0 will be used in forfeits and or tie breakers.
- 19) Double Elimination
 - a. The winner of the tournament will be decided by double elimination .
 - a. The placement of the Playoff teams in the double elimination is as follows (assumes 4 brackets):
 - . Bracket 1 Winner vs. Bracket 3 Runner-up
 - . Bracket 2 Winner vs. Bracket 4 Runner-up
 - . Bracket 3 Winner vs. Bracket 1 Runner-up
 - . Bracket 4 Winner vs. Bracket 2 Runner-up
 - . And so on, much like the ACC basketball tournament bracketing.
 - a. Schedule of games will be mailed to each team prior to the start of the tournament. If the brackets are determined too close to the first game, the Captain or co-captain will be notified by telephone or email of the starting times.
- 20) Schedule of games will be mailed to each team prior to the start of the tournament. If the brackets are determined too close to the first game, the Captain or co-captain will be notified by telephone or email of the starting times.
- 21) GSPSA uses a double wide first base bag. The following definitions and rules are consistent with ASA Rule 2, The Playing Field; Section 3, Article H. This bag is 15 inches by 30 inches. Half of the base is white and in fair territory; the other half is orange and is in foul territory. The following rules are in effect:
 - . A batted ball hitting the white portion is declared fair and a batted ball hitting the orange portion is declared foul.
 - . When tagging up on a fly ball, the white portion must be used.
 - . Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner must use the orange portion.
 - . On extra base hits or balls hit to the outfield when there is no play being made at the double base, the batter-runner may touch the white or orange portion. Should the batter-runner return to first base, the runner must return to the white portion
 - . On any force out attempt from the foul side of first base, or on an errant throw pulling the defense off the base into foul ground, the defense and the batter-runner can use either the white or colored base.

Tournament Director:

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